



EPIC: ARMAGEDDON RULEBOOK FAQ

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The following FAQ is made up of answers to questions that have been asked on the Epic forum, and 'officially' answered by Jervis Johnson. They are collected together here as an official supplement to the FAQ& Designers Notes at the end of the Epic: Armageddon rulebook.

If you can't find the answer to your question here, then try looking in the FAQ area in the Epic forum. The FAQ on the forum contains official answers to questions that we have not had time to add to this document... yet! If you can't find the answer you need either here or in the FAQ on the forum, then you can raise the question yourself in the Rules Discussion area of the Epic forum.

1.7 Movement

1.7.3

Q: What are the options for a unit that finds itself in an enemy ZOC at the start of its activation?

A: If a unit finds itself in an enemy zoc for any reason then it must either charge the enemy or leave the zoc when it next takes an action. It cannot choose to remain stationary and stay in the zoc, which means that the formation it belongs to will have to choose an action that allows the unit to move away or charge.

1.7.4

Q: At what point in an action do you need to get units back into coherency?

A: This is covered specifically in section 1.7.4 of the movement rules. Coherency applies at the end of each move made by a formation. If a formation is out of coherency when it takes an action, then it must choose an action that allows it to make a move.

1.7.5

Q: What happens to transported units if their Transport is destroyed?

A: The units must make an armour save or a 6+ Cover Save to survive.

Q: Do troops in a Transport lose all their Armour Saves when the Transport is hit by an MW or TK weapon?

A: No, saves that could be taken if the unit were hit directly by an mw may still be taken. So, for example, Terminators with Reinforced Armour would get a save against an mw hit. But unless the unit has an ability that gives them a save against mw or tk hits they would be destroyed automatically just as if they had been hit by those weapons themselves.

Q: Do Transports that are destroyed in CC (or via AP fire for LVs) cause transported units to possibly be destroyed as with AT and MW fire?

A: Yes.

Q: If a series of Transports containing infantry from their formation is charged, can the infantry bundle out of the Transports as part of a Counter-charge move? And would your answer differ if the Transports were in close combat rather than a firefight?

A: The answer does differ on whether the Transport is in base-to-base contact or not. If it is in base-to-base contact with two or more units (see section 1.7.5) then it is not able to move and can not therefore deploy any troops. If it is not in base-to-base contact then it can move and as part of that move it can deploy troops. See section 1.12.4 for restrictions on counter charges.

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Q: If a Transport with two troops inside is destroyed, and all of the troops inside the transport are destroyed how many Blast Markers are placed on the formation

A: Four. One for being shot at, one for destroying the Transport unit and two more for the units inside the transport

Q: If a withdrawing Transport is caught within 15cm of an enemy unit after finishing its Withdrawal Move, are the transported units destroyed as well?

A: Yes.

Q: Are transported units considered to be in specific transporting units of their formation?

A: You can play it either way. If it looks like being an issue for you, then bring it up in the five minute warm-up period at the start of the game.

Q: The Transport rules say that if a Transport unit has two enemy units in base-to-base the transported units cannot disembark since they are trapped inside. Does this mean that they die without saves if the transporting unit is killed during the Assault?

A: No, the normal rules would apply (i.e. the units get their saves), as the rules do not say otherwise. As a rule of thumb you should stick with the core game rule unless an exception is specifically noted.

Q: If a formation loses an Assault and have to remove a Transport with units inside it, is that considered a TK hit since it does not allow saves, thereby removing the transported units without saves as well?

A: No, apply the normal rules.

1.9 Shooting

Q: Can you withhold fire for later turns?

A: The player can choose which units/weapons to shoot with and never has to fire if he doesn't want to.

1.9.2

Q: Can a transported unit be suppressed when a formation fires?

A: Only if it can shoot (only units in a position to shoot can be suppressed).

Q: Can a unit without ranged weapons (something with only FF or even lacking that like an Ork Wildboy) be suppressed when a formation fires?

A: In order to be suppressed a unit must have a line of fire and be in range. This means that units within small arms range (15cm) may be suppressed (even though they cannot shoot), but the Wildboy could not be.

Q: Can units armed only with Small Arms that are within range of the enemy be chosen as unit to be suppressed by Blast Markers?

A: Yes.

1.9.4

Q: A formation fires at a target but has no weapons that can affect the target? For instance a formation that only has AP weapons fires at a vehicle formation. Does the target still get a Blast Marker for taking fire?

A: Yes. A target formation always receives a BM for taking fire even if that fire cannot have any effect on the target formation.

Q: Can AP weapons target AV's just to get the BM? And the corollary...can AT weapons target infantry to get a BM?

A: Yes. Formations pick up a BM for coming under fire even if the weapons being used cannot harm the target.

1.9.5

Q: If a unit has a base, or modified, +1 to hit value does that mean that the unit automatically hits? Or does rolling a 1 on a d6 for your to-hit result always fail?

A: According to section 1.9.5 However, a roll of 1 before modification is always counted as a miss. So regardless of your base or modified to hit value a roll of a 1 always misses.

1.9.6

Q: Are modifiers to an armour save cumulative? For example, is a Sniper firing at a unit in Crossfire a -2 to the unit's Armour save or just a -1?

A: All modifiers apply unless the rules specifically say something different. So the total Armour Save modifier would be -2.

Q: In the rules for Suppression it states: "One unit that has a line of fire and is within range may not do so for each Blast Marker on the formation" How should this rule be interpreted for units, like a Deathstrike Missile, that don't require a Line of Fire in order to fire?

A: Units that do not require a LOF in order to shoot are suppressed if they are within range of the enemy, even if they don't have a LOF to the target.

1.11 Crossfire

Q: If a formation is caught in a Crossfire, but are in ruined buildings, do they still get the -1 modifier to their save if they use the Cover Save from the terrain?

A: Yes.

Q: Does a barrage get the Crossfire modifier if applicable?

A: Yes. The firing formation needs to be within 30cm of the target so this isn't possible with Indirect Fire.

1.12 Assaults

1.12.2

Q: Do Assaults only occur when one player or the other takes an Engage action?

A: Yes. An Assault does not occur automatically in the Epic: Armageddon rules. An Assault is only possible when one player issues an Engage action to a formation. Not in any other case...so you can't move into an Assault, either on purpose or accidentally, unless you issue an Engage order.

1.12.3

Q: How should we interpret section 1.12.3 when it says "Remember that a charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered"?

A: The intent of the rule is that if you enter a zoc, then you must move into base contact with the nearest enemy unit whose zoc you have entered. If you start a move in a zoc, you can either move into contact with the closest enemy unit, or exit the zoc by the shortest possible route.

1.12.4

Q: Does a counter charge during an Assault or Withdrawal after an Assault count as an activation? Does either of these actions stop me from activating a formation later in the game if they were not activated before the Assault?

A: A counter charge is part of the Assault and as such does not change the activation status of the formation doing the counter charge. A Withdrawal is done by units that lose an Assault and are broken. As such the formation cannot do anything further that turn so it couldn't be activated in any case.

Q: If one of my formations is charged in an Assault do I counter charge only units from the assaulting formation or do I counter charge the nearest enemy unit even if it is in a supporting formation that is not part of the Assault?

A: A counter charging unit may engage enemy units from supporting formations, as long as they were the closest enemy units.

Q: Does the formation coherency rule still apply during a counter charge?

A: Yes. The coherency rules apply to counter charging units.

Q: If the closest enemy unit is already engaged (it has two units in base-to-base contact with it) do I still need to Counter-charge that unit or can I Counter-charge another enemy unit?

A: If the closest enemy is already fully engaged, you may carry on the counter charge and try to contact the next closest enemy unit.

1.12.5

Q: In an Assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?

A: No. Hits in an Assault can only be allocated to units that are within 15cm of an enemy unit.

Q: Do the Cover Save and Cover to-hit modifier apply in Assaults?

A: Defenders in an Assault get the Cover Save from any terrain they are in but attackers never get a Cover Save from terrain. The -1 to-hit modifier is not applied as there are never any modifiers to attack rolls in Assaults.

Q: If units are assaulted/engaged while in cover, do enemy attacking with FF values get a -1 modifier (cover) to hit?

A: No. Modifiers never apply to a unit's FF or CC values when determining if they hit in an Assault.

Q: Do units in cover in an Assault get a Cover Save?

A: Only the Defender. From 1.12.5 "Infantry units from formations undertaking an engage action may not take cover saves (they are assumed to have left cover to charge the enemy), but other infantry units may".

1.12.6

Q: The rules state that a formation that marched may not lend Supporting Fire. Does this apply if the formation marched last turn?

A: No. With the exception of Overwatch, actions end in the end phase, and the formation is assumed to go on to ready status for the next turn.

1.12.7

Q: What happens if a combat round in an Assault is a draw, do you immediately fight another round? And this round is also a draw do you fight a third successive round (and so on)?

A: Yes. An Assault has to result in one side winning. You would continue to fight Assaults until one side or the other had won the Assault.

1.12.9

Q: A Transport moves 30cm, unloads troops who then participate in the Assault. If they win can the Transport pick up the units as part of its Consolidation Move?

A: Yes. The Consolidation Move is considered a movement and as per section 1.7.5 Transports can pick up units as part of any movement.

Q: Can a unit that disembarked from a War Engine to take part in an Assault use its consolidation move to get back into the War Engine?

A: Yes it can. However, if it does so then the War Engine loses its own Consolidation move (and War Engine Transports may not make a Disengagement move at the end of the turn) as it has to wait around while the troops climb back on board. Note that the War Engine may make a Consolidation move (or a Disengagement move if it is an aircraft) if no troops embark upon it.

1.13 Regrouping & Broken Formations**1.13.2**

Q: Do broken units still exert a Zone of Control?

A: Yes. The only way a unit loses its zoc is if it is in base-to-base contact with two enemy units (or a number of enemy units equal to twice its starting DC if it is a War Engine).

Q: Broken formations do not receive Blast Markers if they are fired on or assaulted after they have been broken and before they rally. Instead each Blast Marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Are these hits allocated like regular hits (from the front to the back) or does the player get to take them how they like?

A: The hits are allocated normally, from front to back.

1.14 The End Phase

Q: When exactly in the end phase does the additional damage from Plasma Reactor hits or Gargant fires happen? Is it before or after rallying or repairing shields?

A: Unless noted otherwise, things like this should happen at the start of the End Phase, before you do anything else.

1.14.1

Q: Can broken formations with only a single unit ever rally? Don't they receive a BM when they rally and then immediately break?

A: One unit formations not being able to rally was once part of the original design but this has been removed. Formations with a single unit now receive a BM when they rally but also gain the results of a successful rally which means that they remove half of their BMs, fractions rounded up, which fully removes the single BM they had.

2.1 Specialist Units

Q: Can units in a Transport use their special abilities (e.g. Ork Nobz in a Transport use their Leader ability to remove blast markers?)

A: Yes. Additionally, Characters or units with Special Abilities in broken formations can also use their abilities. The only time a Special Ability can not be used is when the unit or Character in question is off-board, either in Reserve or in a Spacecraft or Transport waiting to be deployed.

2.1.1

Q: Do all Characters have an Invulnerable Save, or only if it is listed on its statistics?

A: Characters used to all have an Invulnerable Save but that was removed. Unless there is an entry in the Notes for that Character Upgrade that says it has an Invulnerable Save they don't get it as a result of being a Character.

Q: If a Character has an MW attack does it modify the attack of the unit it is attached to or does it add an attack?

A: That depends on the weapon stat line for the Character. Most Character's weapon stat lines also include the Extra Attack ability. This means that the Character's attack is considered to be its own weapon entry. It doesn't modify the unit's existing weapons, it supplements them. So, for example, a Space Marine Terminator unit with a Character upgrade would have three attacks (assuming that it is in base-to-base with an enemy unit). The Terminators base attack, the MW attack from the Terminator's Power Weapon and the MW attack from the Character because of the Extra Attack ability.

Q: When I purchase a Character upgrade does it replace one of the units in a formation? So if I buy a Chaplain for a Space Marine Tactical formation does the Chaplain replace one of the Marine Tactical units?

A: No. The Chaplain (or any Character for that matter) is added to one of the units in the formation. The Character's abilities are also added to the unit. So in the case of the Space Marine Tactical formation one of the Marine units has the Chaplain added to it (you should use a special stand of Marines with a Chaplain figure on it to represent this) and that unit now has the Chaplain's abilities (Inspiring, Invulnerable Save, Leader and the Power Weapon).

2.1.2

Q: In a Combined Assault, the rules state that the formations in the Assault are treated as a single formation for the duration of the Assault. If the combined formation wins the Assault, does this mean that each formation takes BMs based on the total number of kills to all formations or just the kills inflicted on each individual formation?

A: As the sub-clause about each formation taking a number of BM equal to the kills they suffered comes after the earlier statement about 'a single formation for the duration of the assault', it overrules it. So each formation would only take a number of BMs equal to the number of kills inflicted on it.

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For example: An Eldar player initiates a combined Assault with two Aspect Warhosts (Dire Avengers and Swooping Hawks) and the Avatar. The Eldar player wins the Assault and the Dire Avengers Warhost has two kills against it, the Swooping Hawks have one and the Avatar has taken no damage. The Dire Avengers would take two BMS, the Swooping Hawks would take one and the Avatar would take no BMS.

Q: Can a Commander give Assault orders to a several formations even if the Commander himself isn't in charge range?

A: Yes. The Commander issues the orders for the Combined Assault before the charge move is made. If he issues the order successfully (ie, passes his action test), then his formation and the other two are treated as one large formation for the Assault.

This would mean that neither the Commander nor any units from his formation would need to get within 15CM of the enemy so long as at least one unit from the combined formation does so. Note that the Commander and the units in his formation would be bound by the coherency rules, so would need to end the charge with at least one unit within 5CM of one unit from at least one of the other formations.

2.1.3

Q: If a Fearless unit has remained in base-to-base with an enemy unit after losing an assault, does that affect other formations ability to fire at the two formations?

A: No, apply the normal rules.

2.1.6

Q: Does Crossfire or the Sniper ability affect an Invulnerable Save?

A: The Invulnerable Save is a second bonus save and therefore is not modified by any modifiers or special effects

2.1.11

Q: Does Reinforced Armour allow me to reroll an Invulnerable Save?

A: No.

2.1.12

Q: Should Scout units count as being 'intermingled' if a friendly unit is within 10cm, rather than 5cm as would normally be the case?

A: Yes.

2.1.13

Q: Can a Skimmer formation/unit do a pop-up attack as part of their Sustained Fire action?

A: Yes. Note that the Sustained Fire pop-up attack will trigger Overwatch fire as well.

Q: What happens if I want to embark a Banshee unit in ruins (Dangerous Terrain) in a Wave Serpent (Skimmer unit) which begins and ends its movement in normal terrain but embarks the Banshee in Dangerous Terrain? Should I consider that the Skimmer has to stop in Dangerous Terrain while the Banshees are embarking and then roll a dice as per section 1.8.1 of the rulebook?

A: A Transport Skimmer will need to take a Dangerous Terrain test if it embarks units that are in Dangerous Terrain.

Q: Does Reinforced Armour allow me to reroll a Cover Save?

A: Yes. However, the reroll is made using the unit's own Armour Save value, not the Cover Save value.

2.1.14

Q: The Sniper rule, 2.1.14, states that the player can allocate Sniper hits to any unit in range and LOF. Does this mean that you can allocate Sniper hits to units that have already been allocated a hit?

A: Yes

2.2 Specialist Weapons

2.2.2

Q: Do the effects of the Disrupt ability apply to hits generated as a result of a Transport being destroyed by the Disrupt weapon? So if I destroy

a Rhino with a Nightspinner and it contained two Marine units do the potential hits on the Marines count as having the Disrupt ability?

A: No. The Disrupt ability does not apply to damage inflicted on transported units when their Transport is destroyed.

2.2.4

Q: How does First Strike apply to units with Extra Attacks?

A: Special Abilities that appear in the Notes section for a weapon only apply to that weapon, while Special Abilities that appear in the Notes section for the unit (the one at the bottom of the sheet) apply to all attacks the unit makes. So if a Weapon has Extra Attacks (+x) and First Strike then the First Strike ability applies only to the Extra Attacks added by that weapon. But if the unit has First Strike in its Notes section then all attacks, including any added by a specific weapon, would be First Strike.

Q: If a unit has a weapon that has the First Strike ability and is a Small Arms weapon can it use the First Strike ability if it is providing Supporting Fire in an Assault?

A: Yes.

2.2.6

Q: If a unit (with an MW attack) in an Assault is killed by a hit generated by an FF or CC attack before its MW hits are allocated are those MW hits discarded?

A: No. mw hits inflicted by the unit may still be applied to enemy units that were in base contact (or within 15CM if the MW attack was a Small Arms weapon) with the unit before it was killed.

2.2.7

Q: Do Single Shot weapons that have fired count for Suppression purposes?

A: They can count for Suppression. All you need is to be in range and have an LOF. Actually being able to shoot is not a requirement.

(2.2.8) Q: Are Slow-firing units that fired in the previous turn eligible for Suppression even if they are unable to fire this turn?

A: Yes.

3.1 War Engine Movement

3.1.3

Q: Can a War Engine Transport carry more than one formation?

A: Yes, as long as all the units of each formation can be fully contained within the we transport.

For example: a Space Marine Thunderhawk can carry eight units. That means that it could carry two separate Assault formations (four units each for a total of eight units) but you couldn't split formations across multiple WE transports.

Q: Can a formation of War Engines with Transport capability split a formation of troops amongst each WE?

A: No. Section 3.1.3 of the rules is quite explicit about this; a War Engine Transport vehicle can carry units from another formation, as long as the entire formation can fit inside the War Engine. So the formation being carried by a single we has to be able to be fully contained in that we. If a single we from a formation of multiple we cannot fit the entire formation (being transported) within its Transport capacity then you can not spread the excess units from the formation to another we.

Q: Are troops trapped inside a WE Transport if it is in base-to-base contact with two enemy units?

A: Troops are trapped inside a War Engine Transport if it is contacted by two or more enemy units per point of starting Damage Capacity.

3.2 War Engine Shooting

Q: Is it only Titan Killer and Macro Weapon attacks that can hurt a Titan?

A: Titans and other War Engines may be affected by at attacks. mw and tk weapons are just more effective against the massive armours of most Titans and War Engines

3.2.1

Q: Does a War Engine that is under two or more templates from the same barrage suffer hits from each template? For example, if it were under the centre of one template and partially covered by a second, would it take hits equal to half its DC, or half its DC+1?

A: It's only affected by one of the templates. By the same token a normal unit that happens to be partially covered by two templates (i.e. half of the unit under one template and the other half under a second template) will only be attacked once

3.2.3

Q: If a Titan loses an additional point of DC due to the effect of a Critical Hit in the End Phase, will this place a BM and/or can this loss of DC inflict further critical damage? Can this loss of DC be avoided by shields??

A: Additional damage inflicts BM and can cause Critical Hits normally. Such damage may not be avoided by shields.

Q: What happens to a War Engine which sustains multiple Critical Hits? Are they cumulative or are the additional Critical Hits ignored?

A: The effects of the Critical Hits are cumulative.

Q: In the rulebook in section 3.2.3 it says to roll for a Critical Hit for every hit made on a War Engine. Do you actually roll of each hit or for each point of damage that the WE takes?

A: Roll for a Critical Hit for each point of damage not for each hit. Only damage to a WE can potentially cause a Critical Hit, not just hitting the War Engine with fire.

3.2.4

Q: How many BMs does a formation get if you manage to destroy a WE with a critical hit. For example, you have three Shadowwords in a heavy tank company. One unit takes one point of damage, and this damage generates a Critical Hit and it blows up. Does the formation take two BM's (one for being shot, one for the point of damage) or four (one for being shot and three for total DC on the WE)?

A: The formation receives one BM for being shot, one BM for each point of damage caused, and one BM for each point of DC remaining on a WE that was destroyed by a critical hit (e.g. four in the example stated above).

3.3 War Engine Assaults

Q: Is a War Engine Transport that is carrying a broken formation allowed to make an Assault?

A: Yes. However, any broken formations on board the War Engine are not allowed to disembark to take part in the assault (they remain cowering inside instead!). If forced to disembark because the War Engine is destroyed during the assault then they are automatically destroyed with no saving throws of any kind allowed. Also, note that the Blast Markers on the transported formation are counted when working out the result of the assault (i.e. for who has the most Blast Markers, etc).

Q: Can War Engines barge units out of the way in a Counter Charge

A: Yes

4.2 Aircraft

Q: If I have multiple Thunderbolt formations on CAP I can only send one to intercept an enemy ground attack, correct?

A: Yes. From section 4.2 of the rules: No more than one formation that is on CAP may intercept a formation that makes a ground attack mission.

4.2.3

Q: If an air Transport gets attacked by Flak during an Air Assault can it still jink and still participate in the Assault?

A: Yes. The rule for jinking (4.2.3) does not specify any other effect of jinking other than the aircraft losing its attack so there would be no other effect of jinking other than this.

4.2.4

Q: If a formation has Blast Markers and wants to fire its AA weapon(s) at an enemy air formation, but the only unit that has the range or the LOF to that enemy is the AA unit, is the AA unit suppressed?

A: All ground units are considered to have an LOF to air units so all the units in the formation, not just the AA unit, would be considered to have an LOF to the aircraft formation. If the aa unit is the only unit in the formation that is in range of the aircraft then it would be suppressed. If other units in the formation were in range then they could be considered valid Suppression targets, not just the AA unit. Note that a unit can be suppressed when firing at an aircraft even if it has no AA attack value.

Q: If an IG Infantry Company with a Hydra upgrade has one Blast Marker, can the Hydra fire at aircraft?

A: The normal Suppression rules apply when making Flak attacks. However, please note that any units in the formation may be suppressed, even if they don't have aa weapons, just so long as they are within range and lof of the aircraft unit with at least one weapon. Apply suppression 'from back to front' as normal.

Q: Ork Fighta Bommers make a ground attack. When my Hydra battery fires its Flak attack only one of the three Hydras are in range of the Fighta Bommers. I shoot with that one. When the Fighta Bommers disengage at the end of the turn the aircraft come within range of the other two Hydras in the formation. Am I permitted to fire the other two Hydras because those units did not previously shoot at that enemy formation?

A: Yes. The rules in 4.2.4 specify that a unit cannot fire on an aircraft more than once so in this case the other two Hydra units would be allowed to fire if the aircraft came into range when they disengaged but not the first Hydra which had already fired on them during the approach move

Q: A formations of Ork Fighta Bommers attack a formation that has a Hydra attached to it. The Fighta Bommers are also intercepted by two Thunderbolts. What is the order of fire for the Thunderbolts, Hydras, Fighta Bommers AA and Fighta Bommers ground attack?

A: Each formation is allowed to make its Flak attacks after each new air unit has finished its approach move. The attacks would then be resolved in the reverse order that they were initiated following the rule of approach, flak, attack. So the Fighta Bommers would get a Flak attack at the end of the Thunderbolts approach move, the Thunderbolts would get their air attack, the remaining Fighta Bommers would then take fire from the Hydras and then the Fighta Bommers would finish their ground attack.

4.2.5

Q: Can an aircraft land in an enemy ZOC?

A: Only if they are making an Air Assault. In such a situation the aircraft could land right in the middle of a formation, and, assuming it was a War Engine, it could barge enemy units out of the way in order to make space in which to land.

Q: Do troops held off board in an aircraft Transport have to be deployed on the first turn? Or can they come on whatever turn you wish?

A: They can be deployed on any turn.

Q: The rules say the following about units that are picked up by Transport aircraft: "Any units that are picked up and transported off the table may later return to play in the same transport aircraft". If the unit had the Teleport ability could it choose to return to play by teleporting instead?

A: No.

Q: Can aircraft like Marauders land?

A: No. Only aircraft with the Transport ability can land. From section 4.2.5 Landing: Aircraft with a Transport capability can land after making their approach move and having being fired upon by any enemy flak.

4.3 Spacecraft

Q: Do Spacecraft count for the Break Their Spirit goal if they are the most expensive formation in an army?

A: No. Spacecraft (or any off-board units or formations) do not count towards goals.

4.3.3

Q: Do formations that are under an Orbital Bombardment template receive a Blast Marker for being shot at?

A: Yes.

Q: Under section 4.3.3 of Orbital Bombardments it states: "Take one of the templates and place it with its centre at the co-ordinates you recorded at the start of the battle. Place the two other templates so they are touching the first one..." Does this mean that the minimum number of templates for an orbital bombardment is three and can go up to five depending on the size of the bombardment?

A: No. They get the same number of templates as it says on the Barrage Table in section 1.9.8.

4.4 Planetfall

Q: Do the Space Marine and Chaos Space Marine Drop Pod figures represent an actual unit or are they just a marker to indicate a landing location?

A: They are just used to represent the location of the Planetfall.

Q: Let's say I have Battle Kroozers. I also happen to have four Ork Landas. Do all have to land within 15cm of same drop zone marker or is it possible to set up multiple drop zones? Or is only way to have multiple drop zone markers to get multiple spacecraft?

A: Each transport formation may have its own drop zone. In this example there could be up to four drop zones, one for each Landa. If you use multiple drop zones, you will need to record clearly which Landa is allocated to each drop zone.

5.1 Space Marines

5.1.1

Q: Do broken Space Marine units count as having one BM per unit or one-half BM per unit in Assault resolution?

A: One BM per unit.

Q: When broken Space Marines formations are shot at, one unit is killed for each 2 Blast Markers as per "They Shall Know No Fear" Special Rule. What if an odd number of blast markers is generated, or only one?

A: Any extra Blast Markers are ignored. From the "They Shall Know No Fear" Special Rule: It takes two Blast Markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast Markers).

Q: If I shoot two times on a broken Space Marine formation (killing no units) do I generate 2 separate Blast Markers?

A: No. Broken units do not retain Blast Markers. So in this case the Space Marines would ignore the one Blast Marker you place each time and would not lose any units. You would have to place two or more Blast Markers on a broken Space Marine formation before it loses a unit.

5.1.2

Q: Can a Space Marine Librarian use his Smite ability in an assault if he is in base-to-base contact with an enemy unit?

A: No. The Smite ability is listed as being a Small Arms weapon. Small Arms weapons are used in Assaults when the unit is not in base-to-base contact.

5.2 Imperial Guard

5.2.1

Q: How do you determine the number of Autocannon shots an Imperial Guard infantry formation has if units in it are suppressed?

A: Work out Suppression for Imperial Guard infantry before working out the number of Autocannon shots. Any Guardsman within 45cm of the enemy is assumed to be in range and may therefore be suppressed as long as they have a Line of Fire. Count the number of remaining Guard units and halve this total, rounding up, to find the number of Autocannon shots you may take.

5.4 Titan Legions

5.4.1

Q: If a War Engine with Void Shields is hit by a weapon causing multiple points of damage, will any points left over after knocking down shields carry over to the War Engine itself?

A: Yes, they will carry over to damage the War Engine

Q: When Void Shields recharge in formations with multiple units is one dice rolled for the formation or one dice for each unit?

A: One dice roll per unit. Then pick the highest dice. Each pip can be used to remove one Blast Marker or recharge one shield on every unit in the formation that has Void Shields.

Q: When does a Titan/War Engine get Void Shields back?

A: The Void Shields Special Rule in section 5.4.1 defines when a Titan or War Engine can regenerate Void Shields. Basically a Titan or War Engine gets one Void Shield back in the End Phase of each turn (if they have lost any Void Shields). As well, if a Titan or War Engine takes a Marshall Action they can use the result of the Regroup dice roll (see 1.13.1) to repair Void Shields.

Q: Does AP fire take down a Void Shield?

A: No. Only at, mw or tk fire can affect a Void Shield. Note that ff attacks in an Assault will damage a Titan's Void Shields. Also remember that the Titan or we will also receive a Blast Marker for this fire even if it can't affect the Titan or damage its Void Shield.

Q: How does allocation work with Void Shields in formations with multiple WEs? Do you treat them as being part of the WEs damage capacity, and continue allocating hits to the one WE up to its combined shield and DC value?

A: The Void Shields are not considered as part of the War Engine's Damage Capacity when allocating hits to the we. So when allocating hits to a War Engine that has Void Shields, or even Power Fields, only consider the we's starting Damage Capacity and not any other factors.

5.5 Orks

5.5.3

Q: The free Ork Warlord Character upgrades the abilities of a single unit in the mob, correct?

A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

Q: Where are the stats for the Ork Big Boss Character?

A: The Big Boss unit was removed from the army list but some references to it still exist. Just ignore any reference to it.

6.2 Tournament Army Lists

Q: Some vehicle's Transport Notes mention that they can carry particular troops but the army list doesn't allow me to add that vehicle as an upgrade to all the troop types it can carry. Why is that?

A: The vehicle's Note list all the troops a vehicle could carry not necessarily the troops that it can possibly carry as described in the army list. The army lists are intended for tournaments or point-based gaming but if you are having a friendly game or you are designing a special scenario the possible units a vehicle can carry allows you to play games that aren't bound by the GT army lists.

6.3 Codex Astartes Army List

Q: The Razorback upgrade in the Space Marine army list states Replace any number of Rhinos with 1 or 2 Razorbacks each. If I take 3 Razorbacks how do I determine how many Rhinos I have left in the formation?

A: You'd take the minimum number of Rhinos to carry the units not being transported in Razorbacks. This might leave one Rhino with one spare space in it but that is okay as long as you don't take Rhinos in excess of the transportation needs of the formation.

6.3.1

Q: Does the Land Raider upgrade available to the Devastator formation replace that formation's Rhinos? And if so how do you add Razorbacks to the formation if they do?

A: A Devastator formation can be given up to four Land Raiders. However, including Land Raiders in this way will mean that the number of free Rhinos the formation will receive will be reduced to the minimum number needed to carry any Devastator stands that can't fit inside the Lrs. Then, once the number of Rhino's needed for the formation is known, you may replace each remaining Rhino with 1-2 Razorbacks. To summarise:

1. Add any LRS to the formation.
2. Add enough Rhinos to carry any Devastators that won't fit into the LRS.
3. Convert any Rhinos to Razorbacks.

6.5 Ork War Horde

6.5.1

Q: Can the Ork Warlord join any Ork unit if you do not have a Gargant in your army?

A: The Ork Warlord has to join a Greater Gargant if you are fielding one. If there is not a Greater Gargant in the army then the Warlord Character can be added to any Nobz or Gargant unit. Conceivably if your army has no Nobz or Gargant units then it could join any Ork unit.

Acronyms and Abbreviations

Some acronyms and abbreviations you might encounter while playing Epic Armageddon

AA	Anti Aircraft AP
AP	Anti Personnel
AT	Anti Tank
AV	Armoured Vehicle
BA	Blood Angels
BM	Blast Marker
BP	Barrage Point
CSM	Chaos Space Marine
DC	Damage Capacity
FB	Fighta Bomba
HT	Hive Tyrant
IG	Imperial Guard
IS	Invulnerable Save
KOS	Kult of Speed
LOF	Line of Fire
LR	Land Raider
LV	Light Vehicle
MW	Macro Weapon
OB	Orbital Bombardment
SC	Synapse Creature (<i>also can be used to mean Supreme Commander</i>)
SM	Space Marine
SN	Synapse Node
TK	Titan Killer

TSKNF	They Shall Know No Fear
WE	War Engine
ZOC	Zone of Control
DEV	Devastator Marines
DREAD	Dreadnought
RUSS	Leman Russ
TAC	Tactical Marines
TERMIES	Terminators
TSONS	Thousand Sons

Game Release

Q: What other armies are planned?

A: Currently plans are to release figures and army lists for Chaos, Eldar, Tyranid, Necron and Tau armies.

Q: When will the other armies be released?

A: Plans are for new armies to be released in yearly increments. See the release schedule on the Epic website.

Q: Does that mean I'll have to wait years before I can play my favourite army?

A: If you already have figures for Eldar, Chaos or Tyranid armies from a previous version of Epic you can start playing right away as test army lists for them will be available with the release of the game. There are already working versions of Tyranid, Eldar, Necron, Tau and Chaos army lists that you can use right now.

Q: Will all the figures be metal?

A: No. Basic infantry for each army will be available as plastic figures similar (if not identical) to the plastic sprues used in the last version of the game. Some more specialised figures (like Rough Riders) will be removed from the sprues. Specialised units will be made available in metal. Vehicles will also be available in metal.

Q: Will official points values be published for Forgeworld vehicles and Variant Titans?

A: No. Stats will be made available for some variant vehicle patterns and for some different Titan weapons. But these units and weapons will not be included in the official gt army lists. To do so would penalise people who do not have access to out of print Titans and vehicles or who have access to the Forgeworld range of models. There is nothing to stop you using the snazzy Forge World models in any game you play, it's just that sometimes you'll have to use the stats for the units they 'count as' for the game.

Q: Will there be more Titan variants produced and will there be plastic Titans?

A: Initially there will only be models for the Titan variants available in the Grand Tournament army lists. They will be sold as boxed sets, with one weapon configuration per box. Over time there will be new weapon configurations produced for existing Titan patterns, as well as getting new Titan patterns produced. These will be sold as new boxed sets that will be added to the range. These will be metal Titans. There will not be any plastic Titans produced.

Q: Why not produce Titans with multiple weapon "bitz" in each box?

A: The current method (one weapon configuration per box) reflects the way that we can sell metal models. Making a metal model with a bunch of variant weapons simply increases its cost and gives customers a bunch of expensive spare metal parts they can't use. Doing the same thing with plastic kits is not nearly such a problem (the plastic is cheap, it's the mould that costs the money), which is why plastic kits can include redundant parts. Since it is prohibitively expensive to create moulds for plastic figures we are limited to producing metal Titans which means that we will be producing one weapon kit per boxed Titan.

Epic: Armageddon FAQ

Q: Are any plans to release the scenery frames from the old Epic 40k boxed set?

A: We are looking into the possibility of doing this, but no firm decision has been made yet.

